

Creatures D6 / Tarrasque

Tarrasque

The Tarrasque is a killing machine of unbelievable power and ferocity. Though a connection was never proven it is believed to be related to the Dark Masters who command the Myrddraal and Trollocs. There have been reportings of multiple tarrasque but only one has ever been positively identified. That one spread destruction across an entire sector in the Old Republic. Nobody knew how it got from world to world, but it'd show up and destroy everything it could find. It would eat anything alive, plant or animal.

A group of Jedi were sent in with a Republic task force. Many of the soldiers were killed during confrontation after confrontation. The taskforce got desperate when two of the Jedi failed to kill the thing and were themselves killed. Orbital bombardments were tried but still the beast persisted. Nuclear weapons were even released to no avail.

Finally a sacrifice was made to stop the creature from continuing to sow his unstoppable destruction across the galaxy. Four of the Jedi, as well as five hundred crack soldiers from the Republic, held the Tarrasque in one area while one of the battle cruisers was packed with high explosives and crashed down right on top of them. Not even a single cell survived the thermo-nuclear blast which incinerated everything for kilometers.

The taskforce went home with only 13% of their force remaining and most of the sector in ruins, however the Tarrasque was never heard from again. Several planets were quarantined for unlisted reasons when there were sightings of Tarrasque on them.

Type: Bestial killer

DEXTERITY 3D+2

Dodge 5D+1

PERCEPTION 2D

Sneak 5D+2

STRENGTH 9D

Brawling 11D

Special Abilities:

Armor: The armor of a Tarrasque is very hard and reflective. All energy attacks that hit the Tarrasque anywhere except the eyes or an internal area, are reflected. Roll 1D when an energy attack is made against the Tarrasque, if the result is a 6+ the energy attack is reflected back at the user. They are also totally immune to heat and fire.

Regeneration: A Tarrasque can regenerate itself from even the smallest remaining piece that is still alive. For the Tarrasque to be killed, every last cell of the creature must be killed before it can regenerate. One single cell left over will regenerate back to full size in 1D days.

Teeth: STR+3D

Claws: STR+1D

Tail: STR+2D

Move: 9

Size: 50'

Scale: Speeder

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